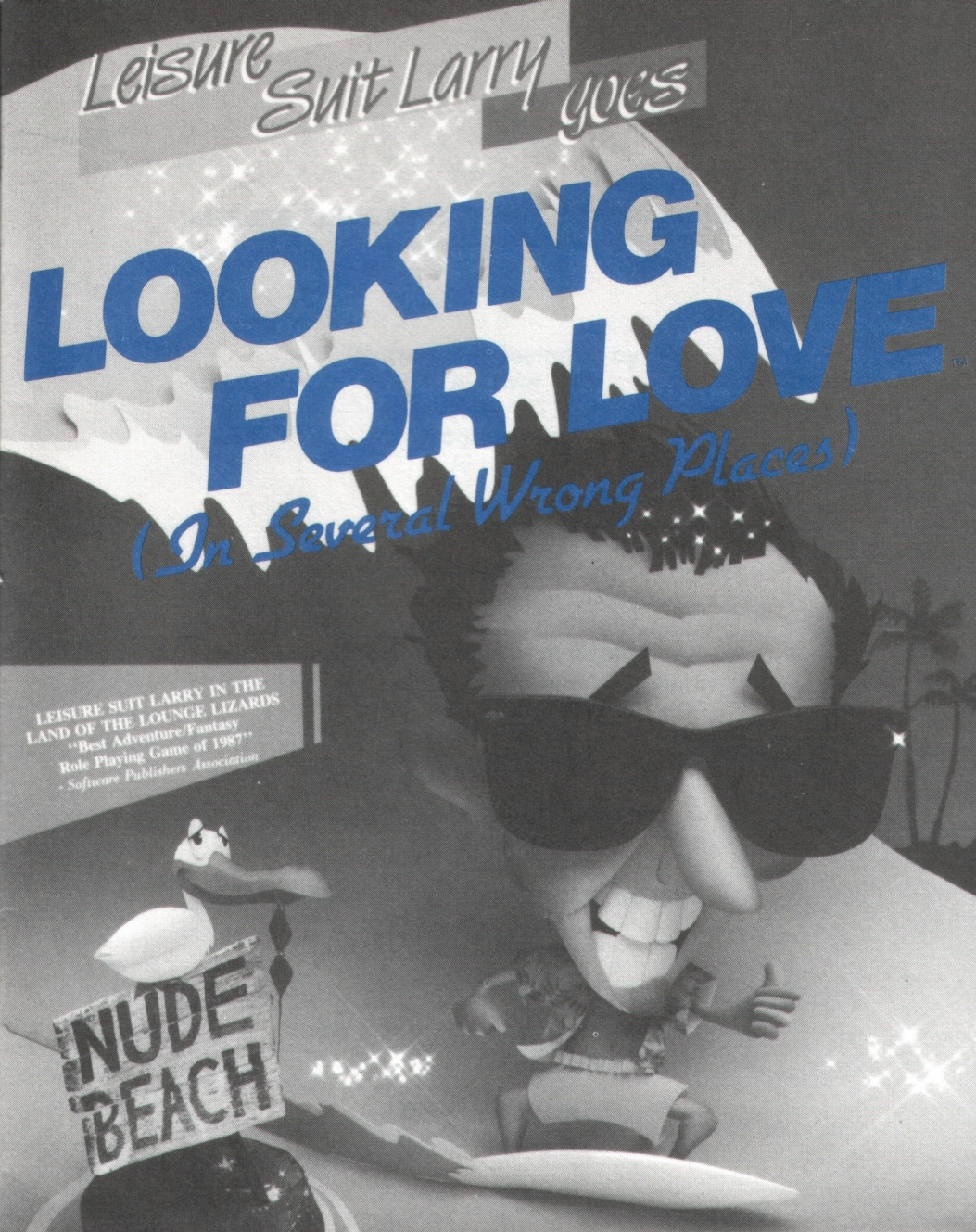
Leisure Suit Larry goes
LOOKING FOR LOVE
(In Several Wrong Places)
LEISURE SUIT LARRY IN THE LAND OF THE LOUNGE LIZARDS
"Best Adventure/Fantasy Role Playing Game of 1987"
- Software Publishers Association
NUDE BEACH

**LEISURE SUIT LARRY GOES LOOKING FOR LOVE!**
***(In Several Wrong Places)***

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This is the way Leisure Suit Larry looked not so very long ago. A "confirmed bachelor," Larry lived with his mother and really didn't get out much. It wasn't until well after his 38th birthday that Larry realized that life was passing him by.

After work each evening, when his married friends went home to their wives and his divorced friends went home with someone else, Larry had nowhere to go. He was restless and lonely.

He found himself staring at girls again, and reading cartoon ads with titles like "The Insult that Made a Man out of Stan." He dreamed of being a rock star (like Barry Manilow or Christopher Cross) and being mauled by chicks who just couldn't keep their hands off of him.

Larry's mother didn't know what to do. She had watched Larry through his birth, his childhood, his adulthood, and his second childhood. Now Larry had reached what could only be called a "second puberty." He walked around in a daze, spent hours in his room with the door closed and the stereo blaring. He hid National Geographics under his bed, in his bookcase and everywhere. So Mom did the only just and noble thing...

She kicked Larry out of the house and bought herself a singles condo in South Florida.

This is the way Larry looked just one month after his mother threw him out of the house. Notice the crisp white leisure suit, the genuine gold-lacquered chains, the "steppin' out" elevator shoes and the "Saturday Night Fever" bouffant haircut. Let there be no doubt, with all the changes Larry went through, he was still a jerk. But now, he even looked the part. A trip to Lost Wages was the turning point for Larry.

He arrived in the city looking for "action." His assault on the city started at Lefty's Lounge, a combination cocktail lounge/brothel. He delighted the disco dames with a 360-degree move that has to be seen to be believed. And, quite by accident, he found out what it was like to find a perfectly wonderful woman worthy of more than just a one-night stand. It was a jolting experience for Larry, and forever changed his views on what he wanted from a woman.

This is the way Leisure Suit Larry looks today. He's a little older, a little wiser, and a little more eager to settle down. Amazingly enough though, after all that has happened, Larry is *still* a jerk.

However, there's still time for Larry to change. He can't be a jerk forever... (Or can he???)

## AN OVERVIEW

A Sierra 3-D Animated Adventure Game, simply stated, is an interactive movie where you become the main character. In this game, the main character is "Leisure Suit" Larry Laffer, a would-be man-about-town with a receding hairline and no redeeming social values.

Each 3-D Animated Adventure Game has a goal, and as Larry, yours is a very special one.

You see, Larry has been single for a long, long time. Life as a swinging single has been unfulfilling (and unsuccessful). It's time to find a long term relationship. Someone with whom to spend his declining (and receding) years.

Leisure Suit Larry is looking for the holy grail of the singles bar scene. Larry is looking for the girl of his dreams, his soul mate, his long term relationship!

**LEISURE SUIT LARRY GOES LOOKING FOR LOVE!**
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## HOW TO INTERACT WITH THIS COMPUTER GAME

Identify your character onscreen (he's the balding nerd in the white leisure suit). You can move Larry through use of a joystick, mouse, the numeric keypad or direction keys on your computer. Check your reference card for full details.

If Larry bumps into anything (barstool, girl, etc.) he will stop. You must maneuver around the object. When Larry reaches the edge of any screen, a new scene will be loaded from the floppy or hard disk. If Larry reaches the edge of a screen and a new screen is not loaded, you have reached a boundary of the adventure game world. An example of this is to try to go left or down from the opening screen of the game.

### 2. HOW TO CONVERSE WITH THE GAME

***TEXT MESSAGES (from the computer)***

Throughout your adventure, the computer will tell you about the situation you are in than would normally meet the eye. This text comes up in a message window on your computer screen. To clear a message from the screen, press ENTER or the mouse or joystick button.

**TEXT ENTRY *(your input to the game)***

When you want to do something, such as "talk to the cute receptionist," or "get the handcuffs," type simple, complete English sentences. A dialog box will appear when you start to type. Press ENTER when your instructions are complete. For more information, see your reference card under the headings WINDOWS and INTERACTING WITH THE GAME and TIP #4 under TIPS FOR NEW ADVENTURERS.

**3. ACCESSING SPECIAL OPTIONS *(Pull down menus)***

Sierra 3-D Animated Adventures feature an array of special options designed to enhance your gaming experience. These options are available by accessing the pull down menus at the top of the game screen. On most machines, use the ESCAPE (ESC) key and direction keys or the joystick or mouse.

**4. SAVING AND RESTORING A GAME IN PROGRESS**

Every Sierra game product offers a special save and restore game feature. Saving a game is much like putting a bookmark in a book. Your position in the game, including your location, your possessions, and your total point score, is saved to disk for future use. You may use this option whenever you want to take a break from playing your game, or whenever you are about to do something you think you might regret later.

A wise adventurer saves his game often. The world of Leisure Suit Larry is filled with potentially lethal situations. Whenever you get killed, locked up in prison for life, or otherwise stopped in your quest, you can restore your game to a past bookmarked point and proceed in your adventure again. For more information on save and restore functions, consult your reference card.

## SPECIAL TIPS FOR BEGINNING ADVENTURERS

**1. LOOK AT EVERYTHING**

Every time you reach a new screen in your game, type "Look at the scene." Look at everything you can identify in each screen.

For instance, in a bathroom you would "Look at the room" then "Look in the mirror," "Look at the sink," "Look at the toilet" and even "Look in the toilet." (Yuck!)

The descriptions you get when you look at things can give you valuable clues that will help you in the game and can sometimes be very funny too!

**2. KEEP AN EYE ON YOUR INVENTORY**

Adding items to your inventory (collecting things you find as you play) is a major part of any adventure game. You never know when a rope, a shoe string or even a banana peel can come in handy.

When you find something that you think might be useful, type "GET THE ....." If you can't get the item you are trying to get, the game will tell you.

Sometimes, the game will allow you to pick up things that could be detrimental to your progress. If, for example, all the characters in the game begin running from you with their hands on their noses, you may want to drop that rotting fish you found on the seashore.

**3. PLAY WITH A FRIEND**

When it comes to playing adventure games, more heads are better than one. You may find it very helpful (and more fun) to play this game with a friend.

## 4. A FEW CHOICE WORDS

This 3-D Animated Adventure Game understands a wide variety of verbs, such as:

| | | | | | |
|---|---|---|---|---|---|
| ASK | DRINK | HELP | LOAD | PUSH | SWING |
| BEAT | EAT | HIT | LOCK | READ | TAKE |
| BITE | ENTER | HOLD | LOOK | REST | TALK |
| BRIBE | ESCAPE | HUG | MOVE | RUN | TASTE |
| BURN | EXIT | JUMP | NAME | SEARCH | TELL |
| BUY | FACE | KICK | NORMAL | SEE | THANKS |
| CALL | FIX | KISS | OPEN | SHAKE | THROW |
| CARRY | FLIRT | KNOCK | ORDER | SHOUT | TOUCH |
| CHANGE | FRESH | LAUGH | PAY | SHOW | TURN |
| CLEAN | GET | LEAP | PLAY | SMELL | UNLOCK |
| CLIMB | GIVE | LEAVE | POCKET | SPEAK | WAIT |
| CLOSE | GRIP | LET | PRESENT | SPEND | WALK |
| CRAWL | HEAR | LIFT | PULL | SPILL | WAVE |
| DANCE | HELLO | LIGHT | PUNCH | SPRAY | WINK |
| DIVE | | LISTEN | | STEAL | |

## 5. YOU'VE GOT TO BE OPEN-MINDED

If it's silly, rude, dirty or funny, Al Lowe probably thought of it when he was designing this game. Some of the puzzles in this game require deranged thinking to solve.

When confronted with a problem in the game, try anything and everything. After all, no one ever got a social disease from their keyboard, and you have your RESTORE GAME function if things really backfire on you.

## 6. IF YOU STILL CAN'T FINISH

Feeling frustrated? Can't seem to finish what you start? Is your wife making fun of you?

Even the best adventure gamers sometimes can't complete their tasks.



Help for your problem is available. Sierra has no less than three ways to help you find relief.

1. Call the Sierra Hint Line at (209) 683-6858 between 8 a.m. and 5 p.m. (West coast time). Have your disk and documentation ready when you call.

2. If you own a modem, call the Sierra Bulletin Board System at (209) 683-4463.

3. Order your very own hint book for just $7.95. It contains maps and hints on how to play the game, and points out some of the fun things in the game that you may have missed. Call (800) 344-7448 to order. Hint books are also available at better computer and software stores everywhere.

Don't be embarrassed, this kind of thing happens to all of us. (We promise to be discreet.)

### WARNING

The following documentation is for *beginning* adventure game players only. The contents include answers to some game puzzles and hints that experienced adventurers may not wish to see. Continue reading only if you are having difficulty getting started with your adventure game.

## WALK-THRU

The game begins with a picture of a girl from the documentation. When you are prompted to find the girl's phone number, match the picture or screen against your documentation and type in the appropriate phone number. (When entering the phone number, use the top row of the keyboard.)

► PRESS "ENTER"

Watch the opening sequence from beginning to end. It will bring you "up to date" on what's happening in Leisure Suit Larry's life and give you your first look at the adventure to come. Valuable clues to the game may be hidden in the sequence. Watch it closely. When it repeats,

► PRESS "ENTER"
► LOOK AROUND THE SCENE

Walk into the garage.

► LOOK AT THE GARAGE

Walk until Larry is hidden.

► LOOK AT THE GARAGE
► LOOK IN EVE'S PANTS
► GET THE DOLLAR BILL FROM EVE'S PANTS

Walk out of the garage.

► READ THE STREET SIGN
► SING TO THE BALCONY

Walk to the window.

► OPEN EVE'S BEDROOM WINDOW

At this point, you may want to make some adjustments to the way your game plays. Using pull-down menus, you may want to adjust the speed of your character or the volume of your music. You may even want to turn the sound off completely. As a last adjustment, pull down the ACTION menu and select FILTH LEVEL. Adjust the amount of filth in the game to your liking.

Follow the sidewalk up Ball Road toward the upper-right hand corner of the screen. The screen will change.

► LOOK AT THE SCENE
► LOOK AT THE BUSHES

Follow the sidewalk up the street toward the upper-right hand corner of the screen. The screen will change.

► LOOK AT THE AREA
► LOOK AT THE STREET LIGHT

Continue moving up the street. Cross the intersection and walk to the left glass door of the music shop.

► LOOK AT THE DOOR OF THE MUSIC STORE

Move up the street toward the upper-right hand corner of the screen. The screen will change.

► LOOK AT THE TELEVISION STUDIO
► READ THE SIGN

Follow the sidewalk to the right. The screen will change.

► LOOK OVER THE WALL AT THE HOLLYWOOD SIGN
► LOOK AT THE HOLLYWOOD HILLS
► LOOK AT THE FREEWAY

Follow the sidewalk and exit the screen to the right.

► LOOK AT THE LIQUOR STORE

Move to garbage bin.

► SEARCH THROUGH THE STORE'S GARBAGE BIN

Move to the fence.

► LOOK THROUGH THE KNOTHOLE IN THE FENCE
► TALK TO THE PEOPLE THROUGH THE KNOTHOLE

Exit the screen to the right.

► LOOK AT THE QUIKIE MART
► LOOK IN THE QUIKIE MART WINDOW

Enter the store. Walk to the counter.

► LOOK AT THE CLERK
► TALK TO THE SOUTHERN WOMAN
► TALK TO HER
► LOOK AROUND THE QUIKIE MART
► BUY A LOTTERY TICKET

(Be sure to pick six lucky numbers.)

Now that you have your potentially valuable lottery ticket, it might be wise to save the game.

► SAVE GAME

Save your game under the name "GOTTA LUCK-O-BUCK-O." When the save game is complete, move in front of the soda dispenser.

► LOOK AT THE SODA DISPENSER
► GET A GROTESQUE GULP FROM THE DISPENSER

Walk over to the counter.

► PAY THE CLERK FOR THE GROTESQUE GULP

Leave the store. When this sequence is complete, you may want to select "Keep on muddling," then the restore game feature.

Happy adventuring!

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